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APPLICATION

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FOR UNITED STATES LETTERS PATENT

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SPECIFICATION

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TO ALL WHOM IT MAY CONCERN:

25 BE IT KNOWN THAT I, ROGER K. MEDCALF, a citizen of
UNITED KINGDOM, have invented a new and useful PUTTING
PRACTICE TOOL AND GAME of which the following is a specification:

PUTTING PRACTICE TOOL AND GAME

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BACKGROUND OF THE INVENTION

Field of the Invention

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The present invention relates to putting games and more particularly pertains to a new putting game for providing an entertaining way for a person to practice their putting.

15 Description of the Prior Art

The use of putting games is known in the prior art. U.S. Patent No. 5,419,561 describes a limited acreage golf course in which a person utilizes only a putter. Another type of putting game is U.S. Patent No. 20 5,203,566 which simulates a golf course by using a miniature golf course which is meant to played indoors.

While these devices fulfill their respective, particular objectives and requirements, the need remains for a device which can simulate many types 25 of puts while taking up the least amount of space.

SUMMARY OF THE INVENTION

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The present invention meets the needs presented above by providing a mat having a plurality of greens thereon along with an over-laid first and second zone which simulates long shots.

Another object of the present invention is to provide a new putting game that uses one tee area from which to hit at various targets, thus eliminated much of the room needed by prior devices.

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Still another object of the present invention is to provide a new putting game that allows a person to practice a variety of lengths of putts while also entertaining the person who is practicing.

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To this end, the present invention generally comprises a mat having an upper surface. The mat has a front edge, a back edge, a first side edge and a second side edge. A tee area is defined adjacent to the back edge. A plurality of green indicia is positioned on the upper surface of the mat. Each of the green indicia defines a green. Each of the greens is spaced from each other and is positioned between the tee area and the back edge. A player utilizes a putter and ball such that the ball may be putt with the putter. The player hits a selected series of putts to designated areas from the tee area by the player for each of the greens in turn. The player adds additional strokes for putts going errant with respect to the designated area. At least one putt of the series of putts is directed into the green for which the series of putts is being played.

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There has thus been outlined, rather broadly, the more important features of the invention in order that the detailed description thereof that follows may be better understood, and in order that the present contribution to the art may be better appreciated. There are additional features of the invention that will be described hereinafter and which will form the subject matter of the claims appended hereto.

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The objects of the invention, along with the various features of novelty which characterize the invention, are pointed out with particularity in the claims annexed to and forming a part of this disclosure.

BRIEF DESCRIPTION OF THE DRAWINGS

The invention will be better understood and objects other than those
5 set forth above will become apparent when consideration is given to the
following detailed description thereof. Such description makes reference
to the annexed drawings wherein:

Figure 1 is a schematic perspective in-use view of a putting practice
10 tool and game according to the present invention.

Figure 2 is a schematic cross-sectional view taken along line 2-2 of
Figure 1 of the present invention.

15 Figure 3 is a schematic plan view of a scorecard of the present
invention.

Figure 4 is a schematic plan view of the present invention.

20 Figure 5 is a schematic plan view of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference now to the drawings, and in particular to Figures 1
25 through 5 thereof, a new putting game embodying the principles and
concepts of the present invention and generally designated by the reference
numeral 10 will be described.

As best illustrated in Figures 1 through 5, the putting practice tool
30 and game 10 generally comprises a mat 12 having an upper surface 14.
The mat 12 has a front edge 16, a back edge 18, a first side edge 20 and a
second side edge 22. The upper surface 14 preferably includes a synthetic
turf material 24 having an elastomeric backing 26. A tee area 28 is

defined adjacent to the back edge 18. A plurality of green indicia 30 is positioned on the upper surface 14 of the mat 12. Each of the green indicia 30 defines a green. Each of the greens, or green indicia 30, is spaced from each other and is positioned between the tee area 28 and the back edge 18. The plurality of green indicia 30 ideally includes nine greens 30. Number indicia 32 for numbering the greens 30 is positioned in each of the greens 30. Preferably, the number indicia 32 increases from the greens 30 positioned adjacent to the tee area 28 to the greens 30 positioned adjacent to the back edge 18. A final marker 34 is positioned on the upper surface 14. The final marker 34 is positioned adjacent to the back edge 18 and is centrally disposed with respect to the first 20 and second 22 side edges. Ideally, the final marker 34 is a golf cup having a diameter generally equal to 4 ½ inches. A first zone 36 is defined on the upper surface 14 and is positioned generally nearer the back edge 18 than the front edge 16. A second zone 38 is defined on the upper surface 14 and positioned adjacent to the first zone 36 and between the first zone 36 and the back edge 18. Preferably, each of the first 36 and second 38 zones extends from the first side edge 20 toward the second side edge 22 in an elliptical pattern.

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Additional indicia on the mat preferably include water hazards or sand bunkers 42. The tee area 28 may include side markers 44 to further designate where the tee area 28 is positioned.

25 A score card 46 will generally be provided for indicating what types of shots a player will need to take as well as give a score indication for par for each hole.

Rules of the Game

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The game 10 may be played by a plurality of players 6, though the rules are the same for one or more and thus only one player will be considered for this example. The player 6 uses a conventional putter 7 and a ball 8, or golf ball, such that the ball 8 may be putt with the putter.

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The player 6 hits a selected series of putts to designated areas from the tee area 28 for each of the greens 30 in turn. Each green 30 will have its own series of shots which will be indicated as depicted in Figure 3 wherein "DZ" designates the zone 36 or 38 that the player is to hit into.

10 Thus, DZ1 is the first zone 36 and DZ2 is the second zone 38. Each of the series includes at least one putt into the first 36 or second 38 zones, at least one putt into the green 30 for which the series of putts is being played, and at least one putt through, or onto, the final marker 34. When hitting into the first 36 or second 38 zones or into one of the greens, the
15 shot is only considered good and not errant if the ball stops in the designated area. However, putts designated through the final marker 34 are good regardless of whether or not the ball stops on the final marker 34, thus a good putt is easier to determine if the final marker 34 is a golf cup, or hole. In one embodiment, the player 6 adds a stroke for each putt hit
20 and adds an additional stroke for each putt hit errantly with respect to the designated area, and then the player 8 hits onto the next designated area in the series of putts.

A second embodiment of the game 10 causes the player 6 to continue
25 to hit the same putt until successful before moving onto the next designated area and counting each putt taken. Alternatively, the player 6 may only add up strokes for each errant putt. In either method, it is important that the player 6 either continue to take the same putt until successful while counting each stroke, or adding a stroke for an errant putt
30 and moving onto the next one. Also, the player 6 always hits the ball 8

from the tee area 28 instead of from one designated area to another. In this manner, the player 6 simulates long shots and shorter shots as generally required in a round of conventional golf.

5 The selected series of putts preferably includes:

 a first green series including a first putt into the first zone 36, a second putt into the second zone 38, a third putt into a first one of the greens 51 and a fourth putt through the final marker 34;

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 a second green series including a first putt into the first zone 36, a second putt into the second zone 38, a third putt into a second one of the greens 52, and a fourth putt through the final marker 34;

15 a third green series including a first putt into a third one of the greens 53, and a second putt through the final marker 34;

 a fourth green series including a first putt into the first zone 36, a second putt into the second zone 38, a third putt into the first zone 36, a
20 fourth putt into a fourth one of the greens 54 and a fifth putt through the final marker 34;

 a fifth green series including a first putt into the first zone 36, a second putt into the second zone 38, a third putt into a fifth one of the
25 greens 55 and a fourth putt through the final marker 34;

 a sixth green series including a first putt into the first zone 36, a second putt into the second zone 38, a third putt into a sixth one 56 of the greens and a fourth putt through the final marker 34;

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a seventh green series including a first putt into the first zone 36, a second putt into a seventh one of the greens 57 and a third putt through the final marker 34;

5 an eight green series including a first putt into the first zone 36, a second putt into an eighth one of the greens 58 and a third putt through the final marker 34; and

10 a ninth green series including a first putt into a ninth one of the greens 59 and a second putt through the final marker 34.

 However, it should be understood that the preceding selected series is for example only. What is important is that the series alternate to ensure that a person using the game 10, while deriving enjoyment
15 therefrom, practices varying lengths of putts from one putt to the next putt. This alteration of distances gives a person greater practice at learning the speed of putts which is truer to actual golf where not all putts are of the same length.

20 With respect to the above description then, it is to be realized that the optimum dimensional relationships for the parts of the invention, to include variations in size, materials, shape, form, function and manner of operation, assembly and use, are deemed readily apparent and obvious to one skilled in the art, and all equivalent relationships to those illustrated
25 in the drawings and described in the specification are intended to be encompassed by the present invention.

 Therefore, the foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and
30 changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and

described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.